

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE (USPTO)	
Application Serial Number	10/608,648
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Title of Application	Incorporating Interactive Media into a Playlist
First Named Inventor	Shafiq Ur Rahman
Assignee	Microsoft Corporation
Group Art Unit	2176
Examiner	James H. Blackwell
Attorney Docket Number	MS1-1542US

Proposed Amendments

Statement of Substance of Interview

To: Commissioner for Patents
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Introductory Comments

[0001] This communication is responsive to the interview that was conducted on December 18, 2009.

[0002] **Proposed Amendments to the claims for discussion purposes only** begin on page 2 of this document.

[0003] **Remarks** begin on page 11 of this document.

PROPOSED AMENDMENTS

--FOR DISCUSSION PURPOSES ONLY--

1. (Proposed Amended) A computer-implemented method comprising:

receiving a playlist at a media player stored in memory and coupled to a processor, referencing a first media segment and a second media segment, the second media segment comprising an interactive media segment and operable to play automatically without a prompt after being loaded into an interactive media presentation control, the media player being configured to only present one media segment through a user interface at a time;

presenting the first media segment via the user interface;

prerolling the second media segment, wherein prerolling the second media segment comprises:

loading at least a predetermined minimum portion of the second media segment into a buffer for the interactive media presentation control before the presenting of the first media segment is complete; and

immediately postponing presentation of the second media segment, the immediately postponing facilitates prevention of overlapping playback with the first media segment;

receiving an event from the interactive media presentation control indicating that the presenting of the first media segment is finished;

receiving a loading complete event from the interactive media presentation control indicating that the second media segment has been completely loaded; and

immediately presenting the second media segment via the user interface after receiving the event and the loading complete event, the immediately presenting facilitating a seamless transition from the first media segment to the second media segment.

2. (Previously Canceled).

3. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 1 wherein the postponing playback comprises[[:]] issuing a stop command to a control.

4. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 1 wherein the postponing playback comprises[[:]] stopping a timer associated with presenting the second media segment.

5. (Previously Canceled).

6. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 1 further comprising[[:]] in response to receiving the loading complete event, prerolling a third media segment.

7. (Proposed Canceled).

8. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 1 wherein the second media segment is further operable to issue a custom event.

9. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 8 wherein the custom event references a third media segment to be played in response to the custom event.

10. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 1 further comprising receiving an end of playback event from the second media segment.

11. (Proposed Amended) A computer-implemented method comprising:

parsing a playlist of media segments at a host application stored in memory and coupled to a processor comprising a media player having at least one reference to an interactive media segment operable to play continuously and a media presentation control operable to play the interactive media segment, the media player configured to only present one media segment at a time;

prerolling the interactive media segment in the media presentation control;

immediately stopping playback of the interactive media segment if when it is not a first media segment in the playlist, the immediately stopping playback for preventing overlapping playback with a preceding media segment;

playing the interactive media segment in an interface of the media player after receiving an event indicating that the presenting of the preceding media segment is complete and the prerolling is complete; and

receiving a media segment event from the media presentation control indicating that the playing of the interactive media segment has finished.

12. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 11 further comprising:

stopping playback of the interactive media segment; and

playing a subsequent media segment referenced by a subsequent reference in the playlist.

13. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 11 wherein the playlist comprises an Advanced Stream Redirector (ASX) file.

14. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 11 further comprising issuing to the host application a host-recognized event corresponding to the media segment event.

15. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 14 wherein the media segment event comprises an EndOfPlayback event and the host-recognized event comprises a WMPEndOfPlayback event.

16. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 11 wherein the media segment event comprises a custom event.

17. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 11 further comprising:

playing a first media segment prior to the interactive media segment; and

buffering the interactive media segment in memory prior to completion of the first media segment.

18. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 17 further comprising:

receiving a buffer progress indication from the control, the buffer progress indication indicating that a predetermined minimum portion of the interactive media segment has been buffered;

issuing an EndOfBuffering event to the host application.

19. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 18 wherein the predetermined minimum portion is 100% of the interactive media segment.

20. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 18 wherein the predetermined minimum portion is less than 100% of the interactive media segment.

21. (Proposed Amended) The computer-implemented [[A]] method as recited in claim 18 further comprising:

receiving a buffer complete indicator from the control indicating that 100% of the interactive media segment has been buffered;

issuing an EndOfStreaming event to the host application.

22. (Proposed Amended) One or more computer-readable storage media, storing processor-executable instructions that, when executed on a processor, perform acts comprising:

instantiating an events wrapper associated with a media segment created using vector-based graphics animation techniques operable to play continuously;

initializing a control operable to playback media comprising the media segment created using vector-based graphics animation techniques operable to play continuously and a non-interactive media segment;

hosting the control in a portion of a user interface;

buffering the media segment created using vector-based graphics animation techniques operable to play continuously prior to completion of playback of a previous media segment, the previous media segment comprising an interactive media segment operable to play continuously or the non-interactive media segment;

immediately postponing presentation of the media segment created using vector-based graphics animation techniques operable to play continuously, the immediately postponing for preventing overlapping playback with the previous media segment; and

receiving notification from the control when the media segment created using vector-based graphics animation techniques operable to play continuously has completed playback.

23. (Proposed Amended) The one or more computer-readable storage media as recited in claim 22 wherein the method further comprises:[[:]]

receiving an end of buffering event from the control when the media segment created using vector-based graphics animation techniques operable to play continuously has finished buffering; and

playing the media segment created using vector-based graphics animation techniques operable to play continuously after the previous media segment completes playback and the end of buffering event is received.

24. (Proposed Amended) The one or more computer-readable storage media of claim 22 wherein the method further comprises[[:]] playing a later media segment after receiving the notification that the media segment created using vector-based graphics animation techniques operable to play continuously has completed playback.

25. (Proposed Amended) A system comprising:

memory and a processor;

a media control module, stored in the memory and executable on the processor, operable to:

preroll a media segment comprising an interactive media segment operable to play continuously or a non-interactive media segment;

immediately stop playback of the media segment when it is the interactive media segment operable to play continuously, the immediately stopping playback for preventing overlapping playback with a preceding media segment comprising an interactive media segment operable to play continuously or a non-interactive media segment; and

begin playing a the media segment automatically after buffering the media segment; and

a host application module, stored in the memory and executable on the processor, operable to receive a reference to the media segment, initialize the media control module with the media segment, and cause the media control module to immediately postpone playing of the media segment after the media segment is buffered, the causing of the media control module to immediately postpone playing ~~for preventing~~ for preventing overlapping playback with an already playing media segment, the already playing media segment comprising an interactive media segment operable to play continuously or a non-interactive media segment; and

a playlist module, stored in the memory and executable on the processor, having one or more references to media segments to be played in an order presented.

26. (Proposed Amended) A system as recited in claim 25 further comprising[[[:]] an events wrapper module, stored in the memory and executable on the processor, operable to receive an end of buffering notification from the media control module and issue a corresponding end of buffering notification to the host application module.

27. (Proposed Canceled).

28. (Original) A system as recited in claim 27 wherein at least one of the referenced media segments comprises mixed media.

29. (Previously Presented) A system as recited in claim 27 wherein the playlist module comprises an event name associated with an event media segment to be played when a referenced media segment issues an event having the event name.

30. (Original) A system as recited in claim 25 wherein the playing of the media segment is postponed at least in part by stopping a timer that sends timer ticks to the media control for advancing playing of the media segment.

REMARKS

[0004] Applicant respectfully requests allowance of all of the claims of the application in view of the proposed amendments and following remarks.

[0005] Claims 1, 3, 4, and 6-30 are pending in the application, with claims 1, 11, 22, and 25 being independent.

Statement of Substance of Interview

[0006] Initially, Applicant would like to thank Examiner Blackwell for conducting an examiner initiated telephonic interview with Applicant's attorney, Jesse S. Bennett, on December 18, 2009.

[0007] During the interview all of the independent claims were discussed. The Examiner indicated that claim 11 was allowable, and that the remaining independent claims would be allowable if amended as shown in the proposed amendments listed above.

[0008] Applicant submits that the claims as previously filed are allowable. However, in the interest of expediting prosecution, and without conceding the propriety of the rejections, Applicant proposes to amend claims 1, 3, 4, 6, and 8-26, and cancel claims 7 and 27, as shown in the proposed amendments above.

[0009] In order to further expedite allowance of the subject application, if the proposed amendments place the application in condition for allowance, the Examiner is hereby authorized to make the proposed amendments by Examiner's Amendment.

Conclusion

[0010] Applicant appreciates the thorough examination being conducted by Examiner Blackwell and looks forward to a favorable response to the arguments above. Please call the undersigned if further discussion would be useful.

Respectfully Submitted,

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Dated: December 18, 2009

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